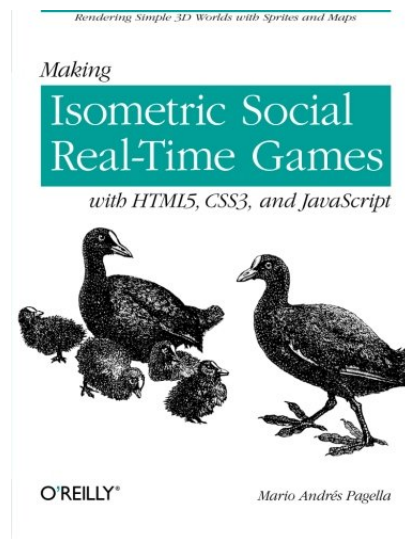# E.B.O.O.K Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript: Rendering Simple 3D Worlds with Sprites and Maps PDF

E.B.O.O.K Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript: Rendering Simple 3D Worlds with Sprites and Maps by *by*

Mario Andres Pagella

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Anyone familiar with Zynga's Farmville understands how fun and addictive real-time social games can be. This hands-on guide shows you how to design and build one of these games from start to finish, with nothing but open source tools. You'll learn how to render graphics, animate with sprites, add sound, validate scores to prevent cheating, and more, using detailed examples and code samples.

By the end of the book, you'll complete a project called Tourist Resort that combines all of the techniques you've learned. You'll also learn how to integrate your game with Facebook. If you're familiar with JavaScript, HTML5, and CSS3, you're ready to get started.

- Use HTML5's canvas element to build smooth animations with sprites
- Create an isometric grid pattern for high-performance graphics
- Design a GUI that works equally well on mobile devices and PCs
- Add sound to your game with HTML5's audio element
- Implement the game's path-finding function with WebWorkers
- Build a client data model on the server with PHP and MySQL
- Make your game come alive with dynamic CSS3 objects

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This E.B.O.O.K Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript: Rendering Simple 3D Worlds with Sprites and Maps book is not really ordinary book, you have it then the world is in your hands. The benefit you get by reading this book is actually information inside this reserve incredible fresh, you will get information which is getting deeper an individual read a lot of information you will get. This kind of E.B.O.O.K Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript: Rendering Simple 3D Worlds with Sprites and Maps without we recognize teach the one who looking at it become critical in imagining and analyzing. Don't be worry E.B.O.O.K Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript: Rendering Simple 3D Worlds with Sprites and Maps can bring any time you are and not make your tote space or bookshelves' grow to be full because you can have it inside your lovely laptop even cell phone. This E.B.O.O.K Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript: Rendering Simple 3D Worlds with Sprites and Maps having great arrangement in word and layout, so you will not really feel uninterested in reading.